

Unit Three - Consumer Law

Content Area: **21st Century Life & Careers**
Course(s): **Business and Consumer Math**
Time Period: **Semester 1**
Length: **3 weeks**
Status: **Published**

Unit Introduction

This Unit will cover the following:

Chapter 7-Consumer Law and Contracts

Chapter 8-Personal Property

Standards

Not sure where they are located....

9.1.12.A,9.1.12.C,9.2.12.E.4-6 9.2.12.3,9.2.12.G,9.4.12.L.18 9.4.12.L.69,9.4.12.L.(3).9

Essential Questions

What is the difference between service contracts and contracts for the sale of goods? When does title and risk of loss pass in a sale of goods?

What are the different types of co-ownerships of personal property?

What are some examples of intellectual property?

Content / Skills

Introduce UCC

List remedies of the buyer and seller for sales contract Explain title and risk of loss

Distinguish types of consumer fraud

Identify various warranties

Identify consumer protection laws

Identify personal and intellectual property

Explain brand, copyright, trademark

Explain bailments

Instructional Plan (Daily Learning Activities)

Journal responses

Conduct research on various governmental agencies for consumer protection Case studies

Group activities/assignments

Federal Trade Commission (FTC) articles

Monitoring Strategies / Assessment of Learning

Tests, quizzes, worksheets, journal responses, participation, project grades, oral presentations

Differentiation

- Alternative Assessments
- Choice of Activities
- Independent Research and Projects
- Leveled Rubrics

Integration of Technology

TECH.8.1.12.A.1	Create a personal digital portfolio which reflects personal and academic interests, achievements, and career aspirations by using a variety of digital tools and resources.
TECH.8.1.12.A.2	Produce and edit a multi-page digital document for a commercial or professional audience and present it to peers and/or professionals in that related area for review.
TECH.8.1.12.B.2	Apply previous content knowledge by creating and piloting a digital learning game or tutorial.
TECH.8.1.12.C.1	Develop an innovative solution to a real world problem or issue in collaboration with peers and experts, and present ideas for feedback through social media or in an online community.
TECH.8.1.12.D.5	Analyze the capabilities and limitations of current and emerging technology resources and assess their potential to address personal, social, lifelong learning, and career needs.
TECH.8.1.12.E.1	Produce a position statement about a real world problem by developing a systematic plan of investigation with peers and experts synthesizing information from multiple sources.
TECH.8.1.12.E.2	Research and evaluate the impact on society of the unethical use of digital tools and present your research to peers.

TECH.8.1.12.F.1	Evaluate the strengths and limitations of emerging technologies and their impact on educational, career, personal and or social needs.
TECH.8.2.12.B.4	Investigate a technology used in a given period of history, e.g., stone age, industrial revolution or information age, and identify their impact and how they may have changed to meet human needs and wants.
TECH.8.2.12.C.2	Analyze a product and how it has changed or might change over time to meet human needs and wants.
TECH.8.2.12.C.7	Use a design process to devise a technological product or system that addresses a global problem, provide research, identify trade-offs and constraints, and document the process through drawings that include data and materials.

21st Century

21st Century Themes

- Business, Financial, Economic, and Entrepreneurial Literacy
- Civic Literacy
- Global Perspectives

21st Century Skills

- Communication and Collaboration
- Creativity and Innovation
- Critical Thinking and Problem Solving
- Information Literacy
- Life and Career Skills
- Media Literacy

Interdisciplinary Connections

- Business
- Computers
- English
- Science
- Social Studies